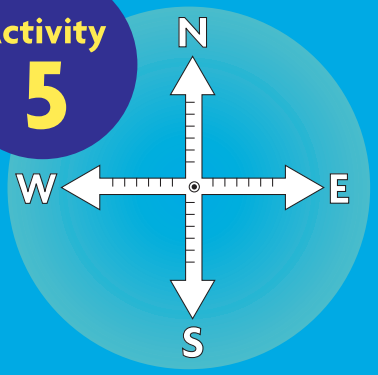
Activity 5



PLAY CAPTURE THE CHIP!

Kids discover how both direction and distance are needed to navigate to a given spot when they play this game.

TIME 25-30 minutes

SPACE Open floor space

EPISODE In *The Creech Who Would Be Crowned,* the Cybersquad helps Creech win the crown of Tikiville by using both direction and distance to get to a given spot.

MATERIALS

- ☐ Pencils
- ☐ Paperclips
- ☐ "Cyborg" game pieces *(different-color counters, buttons, etc.; two per child)*
- ☐ Large books that stand upright when opened *(one per pair of players)*
- ☐ Bandana or handkerchief *(to use as a blindfold)*

CD-ROM ELEMENTS

- ☐ "Hack Attack" and "Landing Location" spinners
- ☐ "How to Play 'Capture the Chip!'" handout
- ☐ "Capture the Chip!" map

MAKING CONNECTIONS TO. . .

SCIENCE: The mathematical tools of measurement are important to many scientists. Astronomers, archaeologists and geologists, for example, use both direction and distance to pinpoint where something is.

ENGINEERING: Engineers use these tools as well. A surveyor, for example, uses direction and distance to communicate to others where a road should be built, or where a property line runs.

SETUP

Have kids work in pairs. Before starting, set up work spaces for each pair that include:

- "Hack Attack" and "Landing Location" spinners *(one per pair of players)*
- "How to Play 'Capture the Chip!'" handout *(one per child)*
- "Capture the Chip!" maps *(one per child)*
- Pencil
- Paperclip
- 4 "Cyborgs" *(two different-color game pieces per child)*
- Large book

Other preparations before starting:

- Review all materials ahead of time.
- Preview the episode and segment.
- Make copies of handouts *(provided on CD-ROM).*